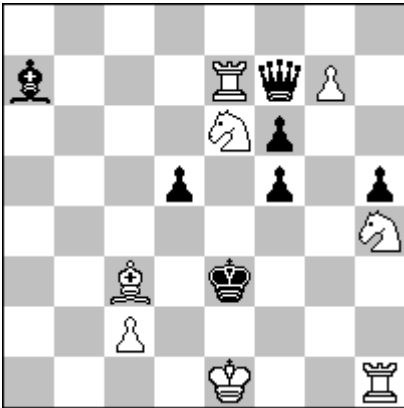


White to play and mate in 2

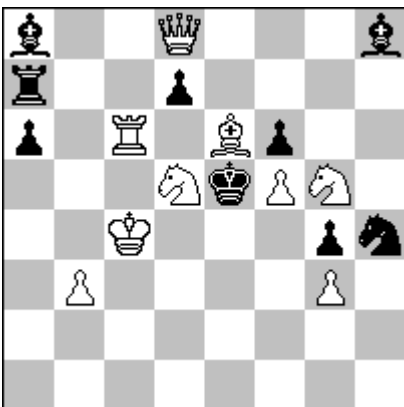


This problem, a correction of one published by Norris Easter in 1931, may be easier to solve than previous ones in the Newsletter. You may be able to guess what the key move would be. It may be helpful also to know the correction took the form of the addition of the g7P, without which the composer's intention wasn't sound.

The solution will be in the next Newsletter, but if you'd like to see it before then go to the website [www.theproblemist.org/](http://www.theproblemist.org/), click on 'Rescued Problems', and you'll see that this is number 4 in that section.

The problem by Jan Hartong in the last Newsletter -

White to play and mate in 2



is solved by 1.Nc3!, threatening 2.Nf7. There are various defences: 1...dxc6 2.Qd4; 1...d6 2.Qxd6; 1...d5+ 2.Qxd5; 1...dxe6 2.Qa5 and 1...fxg5 2.Qxh8.

Christopher Jones